



# BORIS THE SPIDER

A Journal of Duplicious Doings,  
Raw Power, and Naked Greed

"Oh, what a tangled web we weave  
When first we practice to deceive!"  
--Sir Walter Scott--



VOLUME VII, #22

(#205)

10 Oct 02

## BOHICA!

Being an acronym for "Bend over, here it comes again", it aptly describes how we feel down here on the Gulf Coast. Since I last wrote, we've been visited by three tropical storms/hurricanes, Hanna, Isidore, and Lili. Plenty of much-needed rain here in the Ft Walton Beach area and some wind. Isidore hit us the hardest -- on Ms Nar's birthday no less. I actually got a day off work during the "let's get windfall off the roads and restore power" phase of the recovery. And now Kyle's threatening to come this way.

Mike Scott sent along over 3 pages of KINGMAKER end-of-game statements. Obviously we can't publish them all this time, but perhaps by installments...

We haven't reached quora yet to start a new game. So far we have:

BALKAN WARS: R Fisher, need 5 more

"Boris XVII": Shacklett, Copeland, need 5 more

CIRCUS MAXIMUS: Anderson, O'Hara, R Fisher, need one to seven more

COLONIAL DIP: Boyum, Anderson, Copeland, need 4 more

DUNE: Wilson, O'Hara, R. Fisher, need 2-3 more

So get in your druthers soonest.

Thorough readers may have noticed that we've been posting situation maps on the web for some of the games that normally wouldn't get a map published in an issue. I'll be adding a page to the still unofficial BORIS website to link to those maps soon. Check Ref 1 in a week or three.

**STANDBY ALERT:** If interested in assuming the position send orders.

Florence in MACHIAVELLI (Hassler is primary standby; Anderson & Reynolds are last choices)

### BORIS'S BULLETIN BOARD

**THOUGHT FOR THE MONTH:** History must repeat itself because we pay such little attention to it the first time. -- Blackie Sherrod

Winners of the 2002 Diplomacy Hobby Awards are posted at Reference 2.

### BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (and free issue) goes to Sven Vasseur for his MACHIAVELLI press.

This month's Ms Nar Super-Sudsy Bomb is lobbed at Forest Cole for an NMR in MACHIAVELLI.

### REFERENCES:

1. <http://hometown.aol.com/prbolduc/boris/borishome.htm>
2. <http://devel.diplom.org/DipPouch/Postal/Zines/TAP/ANNOUNCE02.html>

PERSONAL COMMUNICATION HERE (maybe):

**Deadline for most games is 1800 CST 1 Nov 02**



# RUSSIA STRIKES!!

Fall 1901

XVI

2002C

**MIRKWOOD:** Looks like Russia vs Austria and Germany vs France with England, Italy, and Turkey remaining conspicuously neutral.

## TROOP DISPOSITION:

**AUSTRIA** (R Fisher): [A Rum H][r-??], A Tri-Ser, [F Alb-Gre]

**ENGLAND** (Morrison): A Yor-Nwy, F Nwg S A Yor-Nwy, F Nth C A Yor-Nwy;

**FRANCE** (Boyum): A Spa H, [A Bur-Bell], F Mid-Por;

**GERMANY** (Anderson): A Kie-Den, A Rub-Bel, F Hol S A Rub-Bek;

**ITALY** (K Wilson): A Nap-Tun, A Ven H, F Ion C A Nap-Tun;

**RUSSIA** (Fowble): A Mos-War, A Ukr-Rum, F Sev S A Ukr-Rum, F Bot-Swe;

**TURKEY** (Nichols): F Ank-Bla, [A Bul-Gre], [A Con-Bul];

Orders in brackets fail; otb = off the board, r-?? - must retreat somewhere.

Austrian A RUM must retreat otb or to BUD or GAL.

## SUPPLY CENTERS:

AUS: Bud Tri Vie +Ser	(4) Build 1*
ENG: Edi Lon Lpl +Nwy	(4) Build 1
FRA: Bre Mar Par +Por +Spa	(5) Build 2
GER: Ber Kie Mun +Bel +Den	(5) Build 2
ITA: Nap Rom Ven +Tun	(4) Build 1
RUS: Mos Sev StP Scy +Rum +Swe	(5) Build 2
TUR: Ank Con Stuy +Bul	(4) Build 1

\* If AUS A RUM retreats otb, may build 2.

Due next time: Your orders for Winter 1901/02 (only) and Press.

## EMBASSY BEAT

Germany to E&F--Are you my friend??

Germany to Austria-- Interesting, very interesting.

Germany to Russia-- Maybe you should write me.

Italy to England: Flattery will get you everywhere. Cutthroats indeed!

Italy to Austria: What, no response to my previous press?

Italy to Turkey: I'm glad you're such a reasonable individual. I'm sure we can work things out.

T-AI: The intentional failure of my movements this turn is a statement of total non-aggression, and is a stand for world peace.

T-A/F: Hmmm, what's up with the G/R alliance?

T-I: Aren't you suspicious of the sneaky French moves?

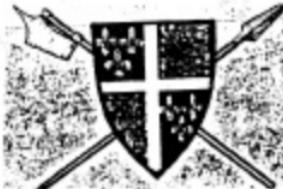
T-A: I only seek a fair distribution. I am still open to friendly talks.

T-R: By attacking me, we would both lose in the long run as others race ahead.

## BORIS WORLD PRESS REVIEW

*London Times*--The Office Of Misinformation has found the undiplomatic swine who published the piece from England to the European Leaders. He has been dealt with and now scrubs the lues at the Green Line underground stations. Our apologies to all those Leaders. The culprit has confessed to likes with an obscure Italian organization "The Seal-Literates of Pure Pizza Youth". SLOPPY for a better name.

We should not see any more outbursts of this nature from him.



# KINGMAKER

Some Speak!

KM 00-1  
10-04-02

**GM's opening statement:** I enjoy GMing Kingmaker, especially the 'Blind' or "Unknown" games, where players see Nobles doing things, but other than their own Nobles, they don't know who they belong to, or what strengths those Nobles or Factions are. It makes some 'Fog of War' situations, and fun for me as I can see thru that fog.

Thank You to all the Players for playing the game all the way out! My Congratulations to our Winner, Phil Reynolds. And my SPECIAL Thanks for the players who came in as Stand by Players. Meantime, here's the players ending statements.

**Knight Who Say "NEE!"**: Well, the game didn't end in the manner I expected, but it did end with the result I expected (and would have kicked myself if it hadn't happened), which is that I won.

The reason I expected this is due to a combination of luck and skill. I drew the Archbishop of York and Coventry cards, so I had immediate access to Richard (who Neville coronated) and Margaret. Also, my Bourchier was able to get to and capture King Henry when he first was called from London. Then my gang marched over to Kentworth, sieged it and captured Edward, giving me control of all three onboard Lancastrian heirs.

Sometime during all of this (or maybe at the very beginning -- I don't recall)(GM's note, drew turn 7), I drew Beaufort, the last possible Lancastrian heir. So, I decided to kill Henry, Margaret and Edward in one fell swoop and never to play Beaufort unless I was desperate (which I almost became near the end).

The second part of my strategy was to kill off all the other Yorkian heirs. Fortunately for me, a plague killed what's-his-name over in Calais early on, and I captured Edward by sieging Harlech and George by winning a fight. (I'm relying on somewhat foggy memory here.) I kept the latter two alive as insurance just in case Richard got killed in battle.

That left Edmund as the last surviving heir on the board that I didn't control. Problem was, I needed a ship to get to Ireland, and the ship I got in battle was trapped in London, which David wasn't about to release. I figured I would have to go siege it, but between losing Bourchier and some mercenaries and David's Stafford (i.e., Constable of Tower of London) always lurking near London with 200 extra troops, it wasn't a viable plan, so I decided to head west and beat up on some other nobles to get a ship, preferably in Wales, since Audley had the Chamberlain of County Palatine (or whatever it's called) that gave the group 200 more troops in Wales. I also had to hide out in Wales a couple of times when David's nobles and others seem to be on the hunt for my party, and I didn't want to get trapped by a belligerent noble outside of Wales only to be ganged up on and butchered.

Once Talbot (I think) was called back to the mainland with Edmund, I decided to try to attack him to capture and kill Edmund. However, other nobles were around fighting him, so I tried lurking nearby in Wales. I was going to jump on Talbot if three successive combats with another faction forced a cessation in battle, but, surprisingly, Talbot's owner decided to off Edmund rather than risk losing him in battle -- or maybe Talbot's owner just wanted the game over. But once Edmund was dead, I had the game in hand, so I killed Edward and George, winning with King Richard as the sole, crowned heir.

It was interesting playing with Mike's rules on belligerency and secret Crown card play. On one occasion, I think my nonbelligerent group encountered a belligerent group, and I think Mike said something like mine couldn't be the attacker in such a situation, even if mine were the large force, which I didn't understand. So then my guys were mostly belligerent, except toward the end when I was dodging David's troops and just lurking about, waiting for the opportunity to strike Talbot. As for the secret cards, it did make it more challenging, but as a result, it deterred me from fighting, and I don't think deterrence of fighting is something you want to have in this game, otherwise players are more likely to sit around waiting for a happy accident or something. So I had to take notes about which nobles responded to which Event cards and which travelled together. Even though I didn't necessarily figure out right away the player of each noble, I did quickly figure out which ones belonged to which factions.

So, all in all, a very enjoyable game, though communication with other players was practically nil from my vantage. Of course, my having the lead faction on the board might have kept others from

--continued on p 9



# MACHIAVELLI

POPE BETRAYED!!  
RIOTS IN FLORENCE!

Summer 1527



**RAGNOCITTA:** The perfidious Turks, financed by the French, have neutralized the Pope's last two home centers. Combine this with the ongoing riots in Florence and it could be curtains for the central powers.

## TROOP MOVEMENTS

Venetian A MIL retreats into g.

**FLORENCE** (Cole, 18d): **NMR** F Cor H(u), F Pisa H(u), A Luc H(u), A Mod H(u), G Gen H(u), F Pto H(u), A Are H(u), A Flo H(u), A Sie H(u)

**FRANCE** (McConnell, 1-1d): Donates 1d to TUR. [A Como-Mil], [A Par S A Como-Mil](r-???) [A Tyr-Aus], A Mil-Trent, A Pav S A Como-Mil, A Sav-G, F Gen S F LS, F GoL-WM, F LS S F Gen, F Pro-GoL;

**PAPACY** (K Wilson, 1d): A Pis S FLO A Flo, [A Rome S A Per], [G Rome S A Rome](nle), A Per S A Rome, [G Per S A Per](nic);

**TURKEY** (Scott, 17+1-18d): Spends 18d on "T" vs PAP G Rom & G Per. [A Cap-Rome], F TS S A Cap-Rom, F Anc S F LA-UA, F Sar S F TS, [A Spo S A FLO A Are-Urbino], [A Her-Dal], [F Otr-LA], G Anc S F Anc, [A Alb S A Her](otm), [F LA-UA];

**VENICE** (Vasseur, 18d): A Cre S A Man-Par, [F Dal S F UA], A Ber S G Mil-A, A Bol S A Urb, [G Mil-A], [A Sla-Aus], A Bos S F Dal, A Man-Par, F UA S A Urb, A Ver-Carin, A Urb S FL A Are-Fer.

**AUTONOMOUS:** +Per +Rom

Orders in brackets fail; b = besieged, d = destroyed, imp = impossible, nle = no longer controlled, nsu = no such unit, ntbs = nothing to besiege, otb = off the board, r-??? = must retreat to ???, u = unorderd.

French A PAR must retreat otb or to For.

Due next time are retreats and orders for Summer 1527, and Press. Ms Nar craves Press.

## EMBASSY BEAT

His Holiness hereby excommunicates the Muslim heretic! Ditto the Venetian swine. Now go fight each other.

His Holiness offers indulgences by the wheelbarrow-full, for free, to all Florentine and French armies and fleets that kill Venetian or Muslim sailors and soldiers. Get 'em while their hot! Fresh off the presses. 0% financing! Drive them off the lot.

The door flung open and the Duke's guard found Svenotti still in his full clothing, in a position that revealed that this time he had almost made it. To his bed that is. It was early morning and the room held a nasty smell that not only emerged from the poor fellow on the floor, who had been there not many hours, but also from weeks of no fresh air but a lot of human organics. "Sheesh..." The guards backed off by the smell. "Now this was a nice sight." "Drunk again." "Yes, but let's get him out of here - I can't stand the smell!" "I'm not so sure we're not bringing the source..." Svenotti didn't notice when the guards lifted him by the arms and pulled him out in the fresh air. He didn't notice going with the carriage that brought him to the Duke's magnificent palace. He didn't even notice the first eight buckets of cold water that was poured over him. But he noticed the ninth and reluctantly he opened his eyes only to find the guards giving him smiles. Oh, had they been there... Svenotti wasn't that familiar with the situation but since that day six weeks ago when the sudden death of his old master had made him an ordinary man he had made acquaintance with many strange habits. For a diplomat. Perhaps not for a former diplomat. Svenotti couldn't tell how long

--continued on p 7

# Ac Pæt Wæs Gōd Cyning

## INDULGENCES ABOUND!

### Turns 4.4-5.2

**ERRATA:** B has \$103, P has \$107 L has \$137. H is not in NUR nor G in GAL. P has 150 M.

#### THE CAST: (In Tiebreak Order)

**London** (McCabe): \$137, 10C, 3K, 125M, Gal-6, 11t  
**Paris** (Frueh): \$107, 16C, 1K, 150M, Gal-2, 18t  
**Genoa** (Copeland): \$128, 10C, 3K, 80M, Gal-6, 6t  
**Hamburg** (Debbie A.): \$58, 7C, 2K, 70M, Gal-4, 27t  
**Venice** (Hanna): \$85, 9C, 3K, 125M, Gal-6, 11t  
**Barcelona** (Butitta): \$103, 9C, 4K, 80M, Gal-4, 8t

#### ADVANCES

E,F,N  
E,I,N  
A,E  
A,B,I  
E,N,R  
A,I,N,R,V

Leaders are Erasmus (1st, L) and Walter (L, \$10).

#### 4.4: Purchase Phase

**G** (6t) buys Stabilization (\$6). "Written Record" (N: \$30), "Overland East" (R: \$10, 30 cr, \$10 to L), "Holy Indulgence" (F: \$40, 20 cr, +1 ML), & "Urban Ascendancy" (V: \$20).  
**B** (8t) buys "Holy Indulgence" (F: \$60 +1 ML, 0 MRI), Galley-6 (\$10), & Stabilization (\$10).  
**L** (11t) buys "Institutional Research" (X: \$100, 10 MRI), "Overland East" (R: \$0, 40 cr, 5 MR), "Printed Word" (O: \$10, 50 cr, 10 MRI), "The Heavens" (A: \$20, 10 cr, 5 MRI), "Caravan" (I: \$10, 10 cr, 5 MR), & "Stabilization" (\$6). Uses 35 MR to -1 ML.  
**V** (11t) buys "Holy Indulgence" (F: \$60 +1 ML, 0 MRI), "Caravan" (I: \$20, 5 MRI), and Stabilization (\$6).  
**P** (18t) buys Galley-4 (\$10), "Holy Indulgence" (F: \$40, 20 cr, +1 ML), "Overland East" (R: \$10, 30 cr, \$10 to L), "The Heavens" (A: \$30, 5 MRI), & Stabilization (\$1).  
**H** (27t) buys Stabilization (\$1), "Overland East" (R: \$40).

#### 4.5: Expansion Phase

**G** (6+2) plays 5t @ Cyp (G,B,W: 6.2:3 -2PT), buy card (-3t).  
**B** (8+2) plays 5t(-c) @ Alex, 4t @ Bel (=c 6.3:6 -1PC), eat 1t.  
**L** (11+2) plays 2t(-c) @ Ice, 4t(-c 6.4:3 -1BC) @ Waf, 4t(-c 4.5:5 -1GC) Ste. 2t(2,1:I no) @ Mal, 1t @ Kon.  
**V** (11+2) plays 2t(-c) @ Sar, 2t(-c) @ Kie, 6t(-c 2.2:3; 5.5:1 -1BT) @ Mon, 3t @ Nap.  
**P** (18+2) plays 4t(-c 1.3:2 -1BC) @ Val, 6t(4.1:1; 3.2:4; 5.2:1 -1VT) @ Dur, 2t(5.6:2 -1VR) @ Ath, 4t(5.4:5; 6.1:3 -1VT) @ Gal, 1t @ Tar, eat 1t.  
**H** (27-10) plays 4t(-c 6.6:1 -Ve) @ Kie, 12t @ Nur (2,1:6; 3.2:3 no), eat 1t.

**4.6: Income Phase:** L (3c) gets the expansion card. P (16C) earns \$111. L (13C) earns \$93. V (11C) earns \$81. G (10C) earns \$75. B (9C) earns \$69. H (8C) earns \$63. There is a shortage (3) of Timber (1+4) (no majority holder) and a shortage (2) of Silk (4+6) (V gets bonus card).

#### 5.2: Card Purchase Phase: G buys a card (-\$10).

#### THE CAST: (In Turn 4 Order)

**Genoa** (Copeland): \$77, 10C, 6K, 80M, Gal-6  
**Barcelona** (Butitta): \$92, 9C, 4K, 90M, Gal-6  
**London** (McCabe): \$104, 13C, 4K, 100M, Gal-6  
**Venice** (Hanna): \$90, 11C, 5K, 125M, Gal-6  
**Paris** (Frueh): \$117, 16C, 2K, 175M, Gal-4  
**Hamburg** (Debbie A.): \$80, 8C, 3K, 70M, Gal-4

#### ADVANCES

A,E,F,N,R,V  
A,F,I,N,R,V  
A,E,F,I,N,O,R,X  
E,F,I,N,R  
A,E,F,I,N,R  
A,B,I,R

#### THE BOARD:

**B:** C @ Alex, Alg, BAR, Basq, Bel, Fez, Gra, Lis, Tol, Val; 1T @ Barr, Tou.

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# BRITANNIA

"Egbert"

Turn X



## The East:

Blue: Kevin Wilson    Green: Dave Anderson    Purple: Chuck Hanna    Red: Peter Boyum

## Board

R-Br (2.5): 1A @ Moray, Pennines.

Welsh (1.5): 1A @ Cornwall, Clwyd, Devon, Dyfed, Gwent, Gwynedd, Powys.

Brigantes (1.5): 2A @ Cumbria.

Picts (1.5): 2A @ Alban; 1A @ Mar.

Caledonians (0): 1A @ Hebrides.

Irish (0): 5A @ Hwicce; 1A @ Cheshire, March.

Scots (1.5): 4A @ Dalrada; 1A @ Caithness, Orkneys.

Saxons (1.5): 3A @ Bernicia; 2A @ Dunedin; 1A @ Avalon, Downlands, Essex, Kent, Lindsey, Norfolk, S Mercia, Suffolk, Sussex, Wessex, York.

Angles (0.5): 2A @ Galloway.

Score: Purple 57, Red 33, Green 29.5, Blue 29

## Turn X (cont)

Green's call for a concession to Red falls.

Brigantes (1.5): Grow 1 pp. Hold.

Picts (1.5): Grow 1 pp. Hold.

Caledonians (0): Grow 0.5 pp. Hold.

Irish (0): Grow 3 pp. Add 1A @ ...

## Board

R-Br (2.5): 1A @ Moray, Pennines.

Welsh (1.5): 1A @ Cornwall, Clwyd, Devon, Dyfed, Gwent, Gwynedd, Powys.

Brigantes (2.5): 2A @ Cumbria.

Picts (2.5): 2A @ Alban; 1A @ Mar.

Caledonians (0.5): 1A @ Hebrides.

Irish (0): 5A @ Hwicce; 1A @ Cheshire, March.

Scots (1.5): 4A @ Dalrada; 1A @ Caithness, Orkneys.

Saxons (1.5): 3A @ Bernicia; 2A @ Dunedin; 1A @ Avalon, Downlands, Essex, Kent, Lindsey, Norfolk, S Mercia, Suffolk, Sussex, Wessex, York.

Angles (0.5): 2A @ Galloway.

Score: Purple 57, Red 35, Green 29.5, Blue 29

**Legend:** A = infantry army, C = cavalry army, F = fort, L = leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, \* = in melee, # = attack by/against cavalry



# Source of the Nile



Turn 2

**The Cast:**

Don Farrow  
Ron Fisher  
Don Chinnery

Jason Bargender  
Andrew York  
D&D Anderson

**PRESS:**

Disaster Strikes Expedition: Pilkington's Fate Unknown

A lone canoe of the Royal Botanical Society Expedition floated into Brass today, its sole occupant a half-starved bearer for M.R. Pilkington's party. At the British Consulate the bearer said the Expedition had left the main river again and thought they had found the tributary's source. He was the last one unloading the boats and just about to enter the jungle when he heard gunshots and shouting. When spears started flying out of the jungle around him he shoved the closest canoe into the river and hid in the bottom. He said he had no knowledge of the fate of any of the others but did hear a number of gunshots as he floated away. The local authorities plan an inquiry and are organizing a search party to go up river.

--"Cyning" (continued from p 5)

G: C @ Flo, Cal, Con, Cyp, GEN, Mar, Smy, Sue, Tri, Tun; 1T @ Ada, Nap.

H: C @ Col, Dan, HAM, Kie, Lub, Nov, Prn, Rig; 1T @ Ams, Bre, Cop, Mal, Mit, Smo, Ste, Whl.

L: C @ Ber, Che, Edi, Icc, LON, Por, Sev, Sic, StM, Sto, WAF, Wat, Yor; 1T @ Arm, Corn, Kon, She, Wal.

P: C @ Acr, Alep, Basl, Bor, Bru, Bud, Cre, Dij, Dub, Lyo, Mil, Nur, PAR, Str, Vie; 1T @ Ath, Dur, Gal, Jer, Lev, Tar.

V: C @ Ang, Erz, Kie, Pott, Rom, Salo, Sar, Tan, Tre, Var, VEN; 3T @ Nap; 1T @ Kaf, Salz, StG.

Due next time are orders for Turns 4.4 (Purchase) through 4.5 (Expansion).

**PRESS:**

Parts to Genoa - Your worry and claim about my "winning" is misplaced - who has won two games of AoR in Boris but yourself (while humble me has 0 to his credit)? As for me - casting as the leader is only temporary as your evil designs will come forth soon enough for action by others....

Parts to Venice - Only a great gamer such as yourself can go from 9 cities to 1 and then back to 9 again? Tell us your secret, oh master one?

Your cards (Karte) are:

*LEGEND:* c = white circle, C = colored circle, K = cards, M = misery, ML = misery level, t = white token, T = colored token

--"Machiavelli" (continued from p 4)

time he had waited before he found himself face to face with the new Duke. Finally the arrogant little bastard spoke.

"The generals asked me to contact you. The turnout of the military movement didn't turn out as well as expected. Only won that ridiculous province Urbino. And..." The voice came down to a murmur and Svenotti could hardly hear the Duke say "... the territory of Milan is lost. Temporarily lost!" he hastened himself to add. Ouch, Svenotti knew what Milan meant to the Duke. Milan is where he had spent a lot of his growing up. With his Nanny, perhaps the only person he ever had

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**1856**
**LORD STANLEY**  
**OR 4.1**


**Errata:** Freuh didn't buy 5th share of CA so Butitta has the Priority. GT (G70) will operate before CV (C70). Zieske has \$12.

**PLAYER STATUS:** (\* = Pres)

Frueh: \$26, GLSC, NFSBC, 4 CA\*.  
 Chinnery: \$12, 4 GT\*, 4 CV\*.  
 Butitta: \$53, W&S, SCFTC, 1 GT, 2 LPS, 1 GW (Priority)  
 Zieske: \$12, 4 LPS\*, 1 GT  
 Hanna: \$4, 6 GW\*

**CORPORATION STATUS:**

Corp	Pres	Price	Par	IO	Pool	Loans	Escrow	Cash	Trains	Tokens
LPS	PZ	C100	90	3	1	3	270	159	223	C14 Flos
CA	MF	C80	80	6	0	0	0	320	---	
GT	DC	G70	65	4	0	4	65	100	223	P9 CC
CV	DC	D70	79	6	0	0	0	280	---	
GW	CH	H50y	65	2	1	4	195	75	2233	F15,F17

**OR 4.1**

Privates pay LPS \$5, GT \$10, JB \$20, and MF \$35.

Corp	Tile Lay	Token	Earn	Div	Loans	Trains	Price	Notes
LPS	#6/D17(se)	F17	\$190	\$19	(4)+60	223+3	C110	a
CA	#15/D17(se)	D17 & C14	---	---	(1)+90	+4	C75	b
GT	#58/N9(nw)	no	\$160	\$16	(5)+50	(223)	G75	
CV	#9/M12(ne)	N11w	---	---	(1)+90	+4	D65	
GW	#8/C16(sw)	D17	\$140	\$14	(5)+50	(223+3)	H55	

a) Reaches destination and received \$270 from escrow.

b) Phase change, 2-trains scrapped

**PLAYER STATUS:** (\* = Pres)

Frueh: \$61, GLSC, NFSBC, 4 CA\*.  
 Chinnery: \$76, 4 GT\*, 4 CV\*.  
 Butitta: \$141, W&S, SCFTC, 1 GT, 2 LPS, 1 GW (Priority)  
 Zieske: \$104, 4-LPS\*, 1 GT  
 Hanna: \$88, 6 GW\*

**CORPORATION STATUS:**

Corp	Pres	Price	Par	IO	Pool	Loans	Escrow	Cash	Trains	Tokens
LPS	PZ	C100	90	3	1	3	---	188	33	C14, F17 Flos
GT	DC	G75	65	4	0	5	65	160	3	P9 CC
CA	MF	C75	80	6	0	1	0	20	4	D17, C14
CV	DC	D65	79	6	0	1	0	20	4	N11w
GW	CH	H55	65	2	1	4	195	25	33	F15, F17, C14

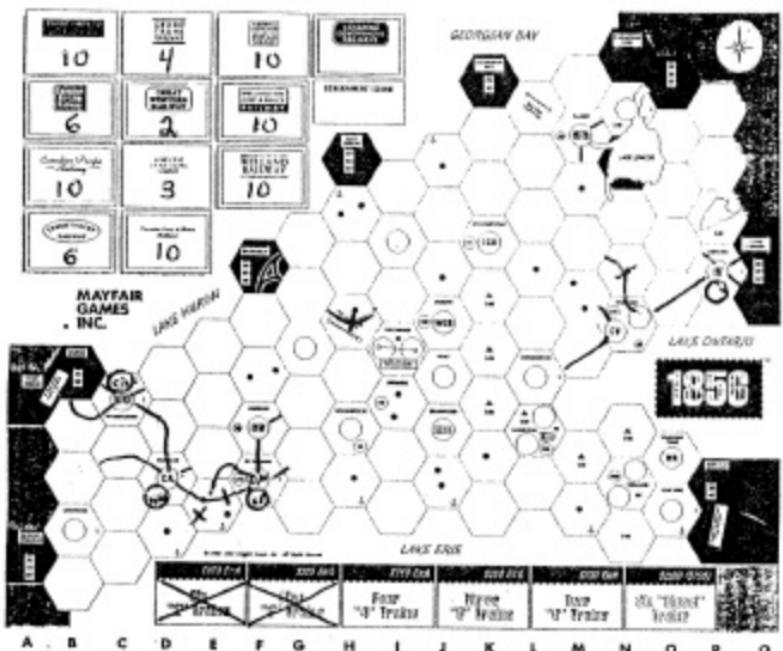
The Bank has \$10,654.

**AVAILABLE TRAINS:** 4455566DDDDDD...

**AVAILABLE TILES:**

Yellow: #1(1), #2(1), #3(3), #4(3), #5(2), #6(2), #7(5), #8(11), #9(11), #55(1), #57(4), #58(1), #69(1)  
 Green: #14(2), #15(1), #16(1), #17(1), #18(1), #19(1), #20(1), #23(4), #24(4), #25(1), #26(1), #27(1),  
 #28(1), #29(1), #59(2), #12(2)

**Due next time:** Orders for OR 4.2 and SR 5. Butitta has the Priority.



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#### --Machiavelli (continued from p 7)

cared for. "The generals believe that you can help them to recapture Milan. I will give you the powers to negotiate with him. Not that I trust that words can replace the strength of the army, but we need time to build up our force in the North. If you can make it I will perhaps give you a position again." The guy is definitely no diplomat, Svenotti though. Now this was a strange turn of things. He had not been overly friendly with the generals, and that they would have been pleading for his return he held for highly unlikely. But he would think more about that later. He was dismissed after having sworn his faith to the new Duke. Confused he followed the guard to a little closet that was now referred to as his office. He was expected to do a lot of field work, no doubt.

Svenotti didn't like the Duke. But he liked even less the life he had been thrown into after the changing of crowns. This was perfect - now he could figure out a nice revenge for his fate. A smile came upon his lips - time to get to work.

But first - a beer. Or two.

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#### --KINGMAKER (continued from p 3)

negotiating, but near the end, when Talbot and Edmund were still in Ireland and I couldn't get there, I was thinking about forming an alliance with Talbot to kill Edmund and share a win. But when Edmund was forced to England, I ditched that idea and started to get aggressive again. Then again, maybe the silence was due to the nature of some of the other players involved, either due to inexperience or personal disposition. I'm sure if this had been a face-to-face game, even with the same players, there would have been a lot of negotiating and alliances. Who can say for sure?...

Thanks, Mike! -- Phil

**Chancellor of the Mighty Horde:** It is probably fitting that the game be declared over. I found the simultaneous movement frustrating. Perhaps there is something you could have done with pursuit rules that could have let us stay in contact with the faction with the king and run him down. As it

--continued on p 11



# 1835

## SR3 & OR3



**ERRATA:** Chinnery has 100M, Hanna has 160M, and Zieske has 101M. #3 laid no tile in OR 2.

**Player Status:** (\* = Director)

Fisher: 220 M, #1, #3, #6

Hanna: 160 M, L-D, 2 SX\*, Braun

Butitta: 105 M, #2, PB, BY

Chinnery: 100 M, N-F, 2 BY, Hann, OB <Zug>

Zieske: 101 M, #4, #5, 2 BY

### CORPORATION STATUS:

Corp Dir	Price	IO	Pool	Cash	Trains	Tokens
#1 RF	--	--	--	20	2	H2
#2 JB	--	--	--	110	2	E19W
#3 RF	--	--	--	20	2	F14
#4 PZ	--	--	--	30	22	G5
#5 PZ	--	--	--	25	2	E19N
#6 RF	--	--	--	30	2	C11
BY PZ	C86	5	0	180	222+	O15
SX CH	D88	8	0	(176)	-	(H16)

### SR3

Chinnery buys 1 BY (92M to BY), becomes Direktor.

Zieske buys 1 BY (92M to BY).

Fisher buys 1 BY (92M to BY).

Hanna buys 1 BY (92M to BY).

Butitta buys 1 BY (92M to BY). BY sold out.

All pass. Chinnery retains der Zug.

### OR3

Privates pay Butitta 15 M, Hanna 45M and Chinnery 45 M.

Corp	Tile	Lay	Token	Earn	Dv?	Trains	Price	Notes
#1	#9	/J2nw	-	40	Y	2	-	
#2	---		-	40	Y	2	-	
#3	#3	/G11nw	-	40	Y	2	-	
#4	#9	/F8e	-	60	Y	22	-	
#5	---		-	50	Y	2	-	
#6	#58	/B12sw	-	60	Y	2	-	
BY:							22.2+	

We halt here since methinks Don's BY orders got deleted with a passle of spam.

**Player Status:** (\* = Director)

Fisher: 198 M, #1, #3, #6, 1BY

Hanna: 113 M, L-D, 2 SX\*, Braun, 1 BY

Butitta: 48 M, #2, PB, 2 BY

Chinnery: 53 M, N-F, 3 BY\*, Hann, OB

Zieske: 64 M, #4, #5, 3 BY <Zug>

### CORPORATION STATUS:

Corp Dir	Price	IO	Pool	Cash	Trains	Tokens
#1 RF	--	--	--	40	2	H2
#2 JB	--	--	--	130	2	E19W

#3	RF	--	--	40	2	F14
#4	PZ	--	--	60	22	G5
#5	PZ	--	--	50	2	E19N
#6	RF	--	--	60	2	C11
(BY)	DC	C86	0 0	640	222+	O15
SX	CH	D88	8 0	(176)	-	(H16)

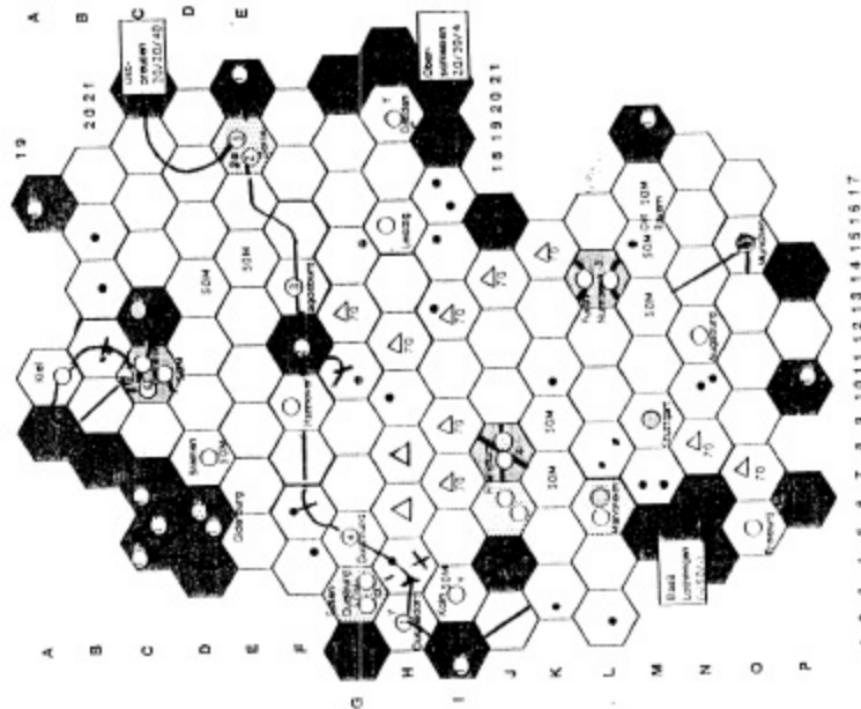
The Bank has 10,504 M.

**Trains available:** 2+2+2+,3333,3+3+,444,4+,55,5+,66,6+6+6+

#### Tiles available:

Yellow: #1(1), #2(1), #3(1), #4(3), #5(3), #6(2), #7(8), #8(12), #9(9), #55(1), #56(1), #57(0), #58(2), #69(1), #201(1), #202(1)

Due next: Orders for BY OR3, SR 4, and OR 4. Chinnery has *der Zug*.




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#### --KINGMAKER (continued from p 9)

was about all we could do was to anticipate where he would end up when an embassy occurred and try to trap him then. The one time we did manage to trap him he managed to slip out of our grasp. It was an interesting twist not knowing who was in what faction, but it was too difficult to deal with and don't suggest it for future games.

I don't think I will play PBeM Kingmaker again.

Flint

**Angevin:** Angevin is pleased to have survived - to return again another day I enjoyed this game very much. I feel fortunate to have survived to the end. Learned a lot. My biggest failing was not

--continued on p 13

Down  
with the  
King

COURT BALL!  
Famine!  
Turns 5/6/7



The Cast:

D&D Anderson: Sir Jeffrey (#23), 4 IP, 12/-2 PP, 13+ cards, #51, #24, #44.  
A. Bargender: Sir James (#22), 4 IP, 17/3 PP, 10 cards, #52(H), #34, #62(MC), #12  
Copeland: Marquise Margaret (#56), 3 IP, 30/10 PP, 12 cards, Philip, #46, #54.  
Fowble: Sir Robert (#16), 0 IP, 9/5 PP, 12 cards, #13(H), #21.  
York: Countess Mary (#64), 1 IP, 11/4 PP, 13 cards; #42(H).

The Cabinet:

Monarch: King George (30 Support)	Consort: Queen Catherine
Navy: Lord Arthur (#36), 2	High Minister: Sir James (#22)
State: Earl Duncan (#34), Ja	Army: Earl Francis (#33)
Trade: Duke Marley (#44), Je	Justice: Earl Maxwell (#32), 2
Epalin: Sir Donald (#21), Ro	Besyzan: Sir Michael (#15)
Sandarkan: Sir Guy (#12), Ja	Cronos: Sir Drew (#11), Ro
City States: Sir Richard (#14)	Treasury: Duke Roland (#42) H Ma

**Turn 5.5:** Marquise Margaret courts the favor of Philip. Knight James plays a "Treachery" card to hinder (8-2 = RC is pleased +1 IP), then passes on the extra activity. Sir Robert counsels "Recall the Ambassador to Cronos" (4+1 = Monarch is pleased. + 1 IP).

**Turn 6.3:**

Treason & Conspiracy Trials: 2+1<2nd Judge>. Earl Maxwell (ability = 1) fails to solve problem and is sacked again. Monarch's support drops by 10 to 20.

**Turn 6.4, Court Ball:**

James (5 = Ill-mannered, -1 PPI). Jeffrey (7 = Barely Noticed). Margaret (7 = Barely Noticed). Robert (12 = Monarch Notices Your Elegance, +5 PP, +2 drm, free counsel). Mary (7 = Barely Noticed).

**Turn 6.5:**

**James:** Draws #36, Gain 1 IP (+1 IP). Make Sir Guy a Henchman. Roll on the Fashion Table (6 = Tasteful +1 PP, +1 drm). Lady Elizabeth counsels the Monarch regarding Treason and Conspiracy Trials to Make an Accusation of Wrongdoing against Countess Mary.

**Jeffrey:** Draws #32, Extra Activity. Make #24 a Monarch's Counselor. Buy Knighthood (1-2 IP). Discard "Informer".

**Margaret:** Draws #53, Duel In/ai. Recruit General (#53). Roll on Fashion Table (3 = Atrocious Taste -2 PP, -1 drm). Can't counsel.

**Robert:** Draws #14, Intrigue. Recruits Countess Elizabeth (#62) by Treachery using Intrigue chit and Treachery card. Robert proposes to Elizabeth (3 = accepted). Hold a Wedding; players who attend get a free roll on the Socializing Table.

**Mary:** Draws #55, Extra Activity. Rolls on Craft Table (8-1 = Ordinary, Roll again; 11-1 = Well Known and Respected +5 IP, +5 PP, +2 drm). Recruits #55 and make her a Henchman.

**The Cast:**

D&D Anderson: Knight Jeffrey (#23), 2 IP, 12/-2 PP, 10? cards, #51, #24(MC), #44.  
A. Bargender: Knight James (#22), 6 IP, 17/6 PP, 10? cards, #52(H), #34, #62(MC), #12(H).  
Copeland: Marquise Margaret (#56), 3 IP, 28/4 PP, 12? cards, Philip, #46, #54, #31, #53.  
Fowble: Sir Robert (#16\*), 1 IP, 9/8 PP, 12? cards, #13(H), #21, #11, #62\*. \* = engaged  
York: Countess Mary (#64), 6 IP, 16/9 PP, 13? cards; #42(H), #63(H).

## The Cabinet:

Monarch: King George (30 Support)  
Navy: Lord Arthur (#36),  
State: Earl Duncan (#34), Ja  
Trade: Duke Marley (#44), Je  
Epalin: Sir Donald (#21), Ro  
Sandarkan: Sir Guy (#12), Ju  
City States: Sir Richard (#14)

Consort: Queen Catherine  
High Minister: Sir James (#22)  
Army: Earl Frands (#33)  
Justice: <Vacant>  
Besyzan: Sir Michael (#15)  
Cronos: Sir Drew (#11), Ro  
Treasury: Duke Roland (#42) H Ma

## Turn 7:

1. Player order is: Robert, Margaret, Mary, Jeffrey, James.
2. Justice Ministry is vacant.
3. Political Problems: Treason & Conspiracy Trials. Monarch's support is 20 ± 10.
4. Crown Event: 4 = Famine.

You've drawn # Loyalty, Opportunity, Event card.

### Due next time:

- a) Modifications to Counseling Rolls.
- b) Whether you will attend the wedding.
- c) Justice Ministry is vacant.
- d) Any modifications to the Treason & Conspiracy Roll.
- e) Your player turn orders.

I spent most of the evening going over the PPs and IPs, and even now I'm not sure I got it right. Several of you are holding too many cards (limit: 12) and Jeffrey seems to have a larger faction than he should.

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### --KINGMAKER (continued from p 11)

keeping adequate records of the happenings. Especially attacks on various locations causing change of ownership. From the beginning I felt my faction was quite weak so held back looking for some better draws of cards. Angevin did take over Edmund and was fortunate to retain control with the help of a call to Ireland for Talbot the controller of Edmund. It seemed strange to me that the faction that attacked Ludlow and gained control continually kept attacking my factions Lords, when they should have gone after the faction who had control of the King Richard and other Yorks. I tried negotiating with the faction at Ludlow but NO response. Finally decided to kill Edmund before letting them take over, suspecting that the game would end once Edmund was gone. Yes, Edmund being alive was only heir currently in play that was preventing a Yorkist win. I had hoped my attacker would realize this and be more willing to negotiate. I suggested a couple turns of truce while we negotiated terms. How much better had we combined forces to go after the "NEES" I advised my opponent that if he attacked I would kill Edmund and so informed the GM. I could have moved away quite fast as had several MOVE cards but didn't figure this would get anything resolved.

I liked the limited intelligence, but felt that it was a little extreme. i.e. If in combat we ought to know the faction "kl" and strength of the participants in the combat. The result would be that a negative of a combat situation or siege means the opponent (defender) gains intelligence. A couple of factions impounded my ships, but I didn't know who so didn't know where to open negotiations. At the beginning one of my ships was impounded at Berwick, suspected that Berwick wasn't even owned at that time. Later on my ships were impounded at Rye. With six players, the Lords are spread out, though "NEE" seemed to be loaded, this means the weaker factions must negotiate and band together. I realized this early on but with limited intelligence in the game just wasn't sure how to proceed. The few 'Itf' games I have played at GENCON had 4 players and negotiations were possible as you observed faction that you needed to negotiate with. I would recommend optimum players in the game be 4 and maximum of 5. Reporting of game turn actions was adequate but would add the following suggestions.

--continued on p 17

# KREMLIN

## SCHRUKRUTOV WAVES AGAIN!

### THE CAST (In Table Order):

Cary Nichols: Re-Education Deployment Society (REDS), 2 cards  
 Ron Fisher: Red Bivalve Factory (RBF), 2 cards, 1 WAVE  
 Mike Scott: The California Connection (TCC), 3 cards  
 Warren "Goz" Goesle: Sneaky, Treacherous, Annoying Bastards (STAB), 3 cards  
 Kevin Wilson: Red Army Ministry of Subversion (RAMS), 2 cards  
 Dave Anderson: Dying Anarchists (DA), 3 cards

### POLITBURO:

Party Chief:	Schruckrutow (Bl)	80	RBF 5
KGB Head:	Nogoodnik (W)	60w+	REDS 8, RBF 7
Foreign Minister:	Strychnin (T)	61?	RAMS 4, TCC 3, DA 1
Defense Minister:	Eatstumuch (M)	68s+	RBF 10, TCC 9
Ideology Chief:	Satin (O)	62s	
Industry Minister:	Palavrian (G)	71	STAB 6, REDS 5
Economy Minister:	Niewitko (D)	73	REDS 7
Sport Minister:	Shootemdedsky (H)	69?	
Candidates:	EFIN_		People: JKLPQRSUWXYZ
The Wall: A			Siberia: CX

### 2.5: FUNERAL COMMISSION PHASE: N/A.

**2.6: REPLACEMENT PHASE:** RAMS declares 6 IP on "B"; RBF declares 8 IP on "B". REDS plays #13 "Bee Hormone Cure" on V1-5 SP to 551. STAB plays #20 (Blackmail), and has the Party Chief "B" promote 'G' to KGB Head. B demotes "V" to Industry and promotes "G" to KGB Head, aging 2 SP to 82. Foreign Minister "T" promotes "K" to Candidate aging 1 SP to 62.

### 2.6: REHABILITATION PHASE: None.

**2.7: PARADE PHASE:** STAB plays #8 "Visit Sanatorium" and tries to send the Party Chief to the Sanatorium, but fails (4). Schruckrutow waves a second time for RBF.

Due next are orders for Turn 3 Cure through Health Phases.

### POLITBURO:

Party Chief:	Schruckrutow (Bl, C20	82	RBF 8, RAMS 6
KGB Head:	Palavrian (G)	71	STAB 6, REDS 5
Foreign Minister:	Strychnin (T)	62?	RAMS 4, TCC 3, DA 1
Defense Minister:	Eatstumuch (M)	68s+	RBF 10, TCC 9
Ideology Chief:	Satin (O)	62s	
Industry Minister:	Nogoodnik (V)	55w+	REDS 8, RBF 7
Economy Minister:	Niewitko (D)	73	REDS 7
Sport Minister:	Shootemdedsky (H)	69?	
Candidates:	EFIKN		People: JLPQRSUWXYZ
The Wall: A			Siberia: CX

**LEGEND:** s = strong, w = weak, + = sick, ++ = ill, ? = under investigation, C# = card # remains as a bribe.

Cast: Mike Fisher (F) James Kanne (K) Rick Copeland (C) Debbie Anderson (A)

**ERRATA:** There is no road at f3/g2. C has 3 g.

F: (9) F collects 2 brick from d3; F & C collect 1 lumber from e5. Trades 1 g to A for 1 w. Trades 4 L for 1 o and builds city (+1 VP) @e4/f3/f4 (-ggooo).

K: (7) Moves R to d3, steals brick from F. C loses 3 g and 1 w. Does nothing.

C: (6) A collects 3 L and C collects 1 L from d5. F collects 1 L from e2. Trade 3 L for 1 o.

A: (9) Robber negates d3; F & C collect 1 lumber from e5. Buy Card (-gwol) \_\_\_\_\_.

F: (5) K collects 2 L and F collects 1 L from b2. C collects 2 g & F collects 1 g from e4. Does nothing.

**Proposed trades:** None.

**Inventory/Summary** (Robber at d3).

Player	Br	Gr	Lum	Ore	Wool	VP	Cards	Knights	Other
Fisher	1	1	3	0	1	6	0	0	
Kanne	1	1	2	0	1	5	1	1	
Copeland	0	2	2	1	0	6	0	0	Road
Deb A	0	1	0	0	0	3	1	2	

**Die Rolls Turn 12.2 to 13.2:**

Kanne: 8      Copeland: 7      Deb A: 7      Fisher: 11      Kanne: 5

**LEGEND:**

? generic 3:1 port

# dice number

H/b hill hex/brick 2:1 port

D desert hex

F/l forest hex/lumber 2:1 port

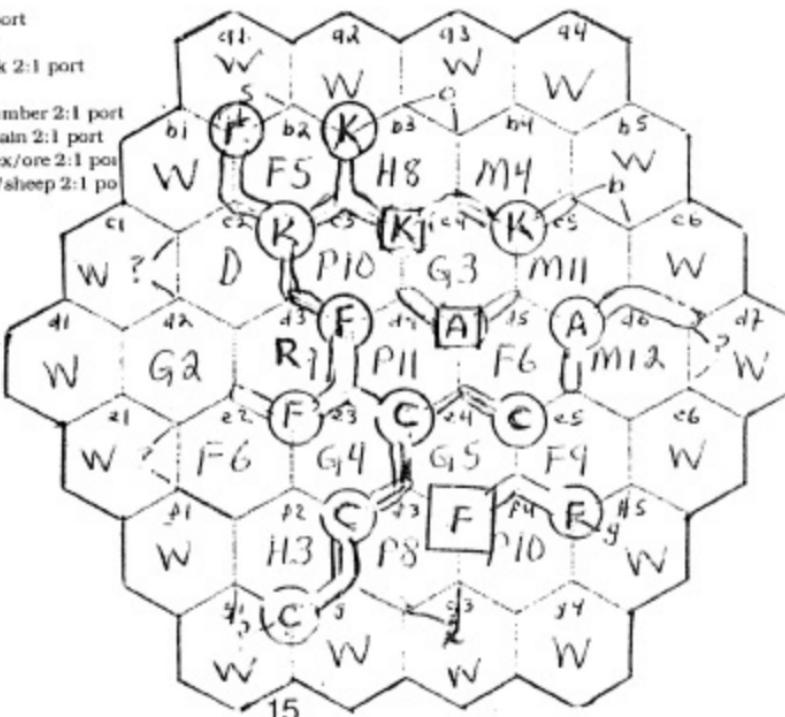
G/g grain hex/grain 2:1 port

M/o mountain hex/ore 2:1 port

P/s pasture hex/sheep 2:1 port

R robber

W water tile





# ATRENS

## EPOCHS III & IV



### THE CAST

Dave Anderson: Orange  
Mike Fisher: Purple

Laird Knoz: Red  
Wayne Morrison: Ebony

Kevin Wilson: Green  
James Kanne: Azure

### THE BOARD:

**AI:** MT(2,C,0), LT(c); **II:** Ara, Lib, Pyr, Sha(2,C,0); **III:** Zag(C,AM).

**IV:** App, PSb, WAn(2).

**GI:** CAm(2,C), Cey, EGH; **III:** Cre(c), Lev, UTs(PM).

**OI:** PSD, Tur; **OII:** Tar(f); **OIII:** Che, CMa, EAn(2), Hin, GaD(EM), GaV, GPC(c,OM), Lin(GMI), Mal, Mek, Mor(EM), Nli(RM), PIn, PPi(RM), SAp(C,OM), SHk, Uln(GM), WDe, WGa, WGH.

**Pi:** Yel(3,C,0); **PII:** Sjb(2); **PIII:** Eln, Irr(f), Wet.

**RI:** Con, Mad, Nub; **RII:** Bel, Pal; **RIII:** Alb(RM), CEu, Nga.

**Seas:** Bla(E), EMS(O), SCS(P), WMS(O)

**SCORE:** A(6+), E(9), O(12), R(19), P(20), G(26)

### EPOCH III (cont.):

**SASSANS (A):** Bid 9. Play "Barbarians" at Tib: Sze (6,1:2 -1PIII), Irr (6,2:4+1,3; 4,1:4+1,4 -1PIII, no). Play "Civil War" 1AI @ Hin (4,2:5 -1AI), Lin(6,5:2 -1OII), Uln (42:3 -1OIII). Play 1A,C,AM @ Zag (-1OIII r-EAn), PPi(4,3:1 -1OIII), Tur(6,5:3 -1OI), 6A @ Tar (3,1:4+1,4; 4,3:5+1,2; 2,1:6+1,2; 2,4+1,4; 2,2:5+1,1; 6,4:4+1,3 -5AII, -1OIII). VP = 6 - 9 + C(3x2) + c(1) + M(1x2 + 3) + Mid E(D=6) + N Afr(P=2) + China(P=3) + India(P=3) + S Eur(P=3) = 26.

**SCORE:** E(9), O(12), R(19), P(20), G(26), A(26)

### EPOCH IV:

**GPTAS (G):** Bid 0 = 8. Play "Kingdom in the Gold Coast" +1GII,c,f@ Gol. Play 1A,C,GM @ EDe, 1F @ BoB, 1A @ WDe (6,3:3 -1OIII), Lin (6,2:3 -1AI), 3A @ Uln (6,3:6; 2,1:6; 2,1:6; 6,1:5 -2GIV, -1AI), 1A @ Sum. VP = 26 - 8 + C(2x2) + c(2) + M(2x2 + 1) + S(1) + Mid E(P=3) + India(D=6) + SE Eur(P=3) + SE Asia(P=2) = 43.

**GOTHS (F):** Bid 10. Play 1A @ Dan, Dal, NAp, SAp (6,5:5 -1OIII,C +c). Play "Surprise Attack" & 1A @ CMa (5,2:2 -1OIII), 1A @ NGa (5,4:1 -1RIII), Alb (6,4:6; 4,3,1:5,5; 5,4:6,4; 4,1:5,1; 6,3:6,4; 5,4:5,1; 5,4,3,1 -3EIII, -1RIII). VP = 9 - 10 + c(1) + M(2) + S(1) + Mid E(P=3) + S Eur(D=6) + N Eur(D=4) = 16.

**HUNS (J):** Bid 15. Play "Kingdom in the Highlands" (+1OII,c,f @ Hig). Play 1A @ WSt, Tur (6,5:5 -1AI), Hin (-1OIII), 4A @ Uln (3,2:4; 4,4:6; 2,1:5; 5,2:4 -3OIV, -1GIV), 1A @ BLin (5,2:4 -1GIV), 6A @ WDe (4,3:5,1; 6,2:6,6; 6,1:6,3; 4,2:5,4; 3,1:4,3; 3,3:3,1; 1,1:4,2; 3,3:5,5; 6,1:3,3 -5OIV, -1GIV), EDe (5,4:2 -1GIV,C +c). VP = 12 - 15 + c(1) + M(1x2 + 7) + S(2) + Mid E(P=3) + NAp(P=2) + India(D=6) China(D=6) + S Eur(P=3) + N Eur(P=2) + SE Asia(P=2) = 33.

Orange to Green & Azure-- Its time to play our favorite game--- Let's go get the leaders. Who else wants to play and wipe out every Green and Azure piece!!!! I have done my part. After taking my points of 12 points minus 15= minus 3 for a starting total. Now , I have to score 48 points in one turn. Can you kids say No to drugs. Sure, Sure you can. Will that get me 48 points?? No way, but at least we can hope....

**ANGLO-SAXONS (R):** 1A @ BSb, 1F @ Nth, 1A @ Alb (1,1:6,4 -1RII).

**BYZANTINES (K):** Bid 16. Play "Leader". Play 1A,C @ Bel (-1RII), 1F @ EMS (5,4,2:5; 6,6,6:2 -Ldr,

-1OF), IA @ Crete (6,3:4,2 -1GIII), Mor (5,2:2,2 -1OIII), Dal (6,1:5,4 -1EIV), 3A @ NAp (4,1:6, 4,2:5; 6,1:5); IA @ SAp (6,5:5-1RIV,c), 3A @ CMa (3,2:5,3; 3,2:5,5; 5,5:6,1 -3RIV). VP = 19 - 16 + C(1x2) + M(2) + S(2) + Mid E(P=3) + N Afr(P=2) + S Eur(D=6) + N Afr(P=2) = 22.

We are greatly saddened by the forced suicide of Darius the Great in the Balkans.

**TANG DYNASTY (A):** Bid 14. Play "Rebellion" & 1AI in Irr (6,2:4+1 -1PIII,B). Play 1A,C,AM @ Yan, 1A @ Che (6,2:2,1 -1OIII), 1F @ SCS (6,5:1 -1PFI), 2A @ Mal (3,2:6,5; 5,1:4,4 -1AIV, -1OIII), 1A @ Mek (5,1:5,4; 6,4:2,1 -1OIII), 3A @ Eln (5,1:6,6; 5,2:5,4; 4,1:6,1; 6,4:4,3 -2AIV, 1PIII), 2A @ SiK (5,1:6; 4,3:5 -2AIV). VP = 26 - 14 + C(4x2) + c(1) + M(2x2) + S(1) + Mid E(D=6) + N Afr(P=2) + China(D=6) + S Eur(P=3) + SE Asia(D=4) = 47.

Orange to Purple-- It is up to you and hopefully your Jihad card to take Azure down from his lead. I tried, but when you lose 8 armies in two spaces, it decimates plans. Otherwise I would have been sitting in Middle Tigris by now. Now, it is up to you to take him out in N.Africa & Mid-east, if you don't no one will, as the empires all shift away next epoch to Europe and China.

**ARABS (P):** Bid 25. Play 1A,C @ Ara I-1AII, 1F @ Red, ...

VP = 20 - 25 + C(1x2) + c(1) + M(2x2 +6) + S(2) + Mid E(D=6) + N Afr(P=2) + India(D=6) + China(D=6) + S Eur(D=6) + N Afr(P=1) + SE Asia(P=1) = 12.

**ZHENG:** No show (was there any doubt?).

**SCORE:** E(16), PI(20-25+), R(22), O(33), G(43), A(47)

Due next: Orders for Arabs.

#### THE BOARD:

**AI:** Irr, MTI(2,C,B), LT(c); **AII:** Ara, Lib, Pyr, Sha(2,C,B); **AIII:** PPl(RMI), Tar, Zag(C,AM); **AIV:** Yan(C,AM).

**EI:** App, PSb, WAN(2); **EIV:** Alb(RM), CMa, Dan, NGA.

**GI:** CAM(2,C), Cey, EGh; **GII:** Golic, ft; **GIII:** Lev, UTH(PMI); **GIV:** Sum.

**OI:** PSD; **OII:** Che, EAn(2), GaD(EM), GaV, GPClC(OMI), Mal, Mek, Nil(RMI), Pin, SiK, WGa, WGH; **OIV:** ED(c), Hin, LIn(GM), Tur, Ul(GM), WDe, WSt.

**PI:** Yel(3,C,B); **PII:** Sib(2); **PIII:** Eln, Wet.

**RI:** Con, Mad, Nub; **RII:** BSb(c), Pal; **RIII:** CEu; **RIV:** Bali(C), Cre, Dal, Mor(EM), NAp, SAp(OM).  
**Seas:** Bla(E), BoBIGI, EMS(RI), Nth(R), SCSP(P), WMS(O)

Map posted at: <http://hometown.aol.com/msmar/maps/Atreus.gif>

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#### --KINGMAKER (continued from p 13)

Suggestions for GM Maintain and report a list of locations showing ownership (Lords) if changed from original. My thanks to Mike for GM'ing and his patience with my never ending list of questions. I would definately play again. My priority would be maintaining better records. Don Chinnery

**Blue Meanies:** It's over!!! Congratulations to Phil on his well deserved win. Everything fell into place. If Flint and I had not allied it would have been over a lot sooner. It seemed a game fated to be Phils right from the beginning as he had a powerful opening hand. The French overran Calais. We tried to muster our forces to get Neville, but when we finally did, it was BAD WEATHER & then we tried again and it was 4-1!!! ARGHH!!!! If it had been 5-4, or Majority victory. The game would still be going. Thank you to Flint for his patience and taking my call at weird hours, McNeal for being a consistant GM and letting me know when I was wrong, especially when it was against me & explaining it to me very slowly.

I'm sorry to the other players we weren't able to work in this game. And again Phil, Well played!!! David Anderson

To be continued next issue

## ON DECK



1830: Chinnery, R Fisher, Zieske, Copeland, Zodda, Hanna

1835: Hanna

1856: Hanna

1870: Zieske

**AGE OF RENAISSANCE:** Hanna

**AIR BARON:** R Fisher, Copeland, Zodda

**BRITANNIA:** Dave A, Hanna, Butitta, Wilson, Boyum (awaiting end of Devon or Egbert)

**CIRCUS IMPERIUM:** O'Hara

**CIRCUS MAXIMUS:** R Fisher, Kanne, York, Dave A, O'Hara

**COLONIAL DIPLOMACY:** O'Hara

**DIPLOMACY:** Fisher, Shacklett, Zodda

**DUNE:** Dave A, R Fisher, K Wilson, Butitta, O'Hara; need 1-4 more

**GLADIATOR:** O'Hara

**GUNSLINGER:** Scott, Fowble, R Fisher, O'Hara; need 3 more

**HISTORY OF THE WORLD:** Zodda

**JUNTA:** Copeland, Dave A, Hanna

**KINGMAKER:** R Fisher, Shacklett, O'Hara

**KREMLIN:** Zodda, Scott

**MAGIC REALM:** Butitta, Deb A, Chinnery, O'Hara

**MAHARAJA:** Hanna

**MERCHANT OF VENUS:** R Fisher, Deb A, Chinnery

**MONSTERS RAVAGE AMERICA:** Butitta, TJ Klausutis(?)

**RUSSIAN CIVIL WAR:** O'Hara, Scott

**SETTLERS of CATAN:** Chinnery, Goz, K Wilson, Copeland

**SILVERTON:** Zieske

**TITAN:** Khaos, A & J Bargender, York, (Webbl), O'Hara; need 1 or 2 more

**WIZARD'S QUEST:** A&J Bargender, Farrow, R Fisher, Deb A, O'Hara

**OTHER POSSIBILITIES:** 1829 (N OR S), 1870, AFTER THE HOLOCAUST (\*GM Fowble),

GODSFIRE, KAMAKURA, PLANET MINERS, SAMARAI.

\* Offered by guest GM, when space is available.

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DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 1 NOV 02  
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#### The Bottom Line

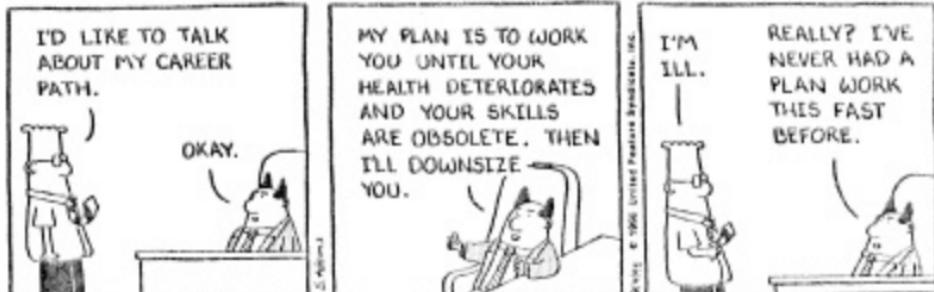
This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. **BORIS** is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13.25 in Canada, and \$16 overseas) or a token \$1 by e-mail. A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". **BORIS** can be reached at (850) 863-9081, or pbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage).

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#### STELLAR CONQUEST

**William T. Riker:** Due are Turn 33 combat and movement orders for Turn 34-36. Please expedite your orders.

"**Kurzon Dax**". We have four applicants, others apply soonest.



**BORIS THE SPIDER**  
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